

# UNITED STATES PATENT OFFICE.

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## GAME-BOARD.

**SPECIFICATION** forming part of Letters Patent No. 748,626, dated January 5, 1904.

Application filed March 23, 1903. Serial No. 149,177. (No model.)

### *To all whom it may concern:*

Be it known that I, LIZZIE J. MAGIE, a citizen of the United States, residing at Brentwood, in the county of Prince George and State of Maryland, have invented certain new and useful Improvements in Game-Boards, of which the following is a specification.

My invention, which I have designated "The landlord's game," relates to game-boards, and more particularly to games of chance.

The object of the game is to obtain as much wealth or money as possible, the player having the greatest amount of wealth at the end of the game after a certain predetermined number of circuits of the board have been made being the winner.

In the drawings forming a part of this specification, and in which like symbols of reference represent corresponding parts in the several views, Figure 1 is a plan view of the board, showing the different spaces marked thereon. Figure 2 shows the various movable pieces used in the game; and Fig. 3 is a view of one of the boxes, the same being designated as the "bank."

The implements of the game consist of a board which is divided into a number of spaces or sections and four (4) spaces in the center indicating, respectively, "Bank," "Wages," "Public treasury," and "Railroad." Within these four spaces are preferably placed four (4) boxes, one of which is shown in the drawings and represented by the numeral 24.

The movable pieces used in the game, only one piece of each set for convenience of illustration being shown in the drawings, are as follows: Four pairs of dice, four shaking-boxes, four checkers to check the throws made, boxes representing, respectively, "Bank," "Wages," "Public treasury," and "Railroad," and also various colored chips or tickets representing lots, money, deeds, notes, individual mortgages, bank mortgages, charters, legacies, and luxuries. These chips are not to be limited to any certain number or colors.

25 indicates lot tickets; 26, the dice; 27, shaking-boxes; 28, deeds; 29, notes; 30, individual mortgages; 31, bank mortgages; 32,

charters; 33, luxuries; 35, money; 36, checkers, and 34 legacies.

The game is played as follows: Each player is provided with five hundred dollars. The lot tickets, twenty-two (22) in number, are placed face downward upon the board, and each player draws one until twelve have been taken. The rest are put back in the wages-box. Each player looks at the tickets he has drawn and may purchase the lot corresponding to his ticket if he can afford to or so chooses. If he does not purchase, he does not have to pay rent, but simply puts the ticket back into the wages-box again. When these twelve lots have been bought or the privilege refused and the owner's deeds placed upon those purchased, the game begins.

The series of spaces upon the board are colored to distinguish them; but of course other means of making them distinctive may be employed. The lot-spaces "1" to "22," which are preferably green, are for sale at the highest figure marked upon them or for rent at the lowest figure marked upon them. If a player chooses to buy a lot, he must pay into the "Public treasury" the price of it and place his deed upon it. If he chooses to rent it, he must pay the rent to the "Public treasury."

**Absolute necessities:** These spaces, which are preferably blue, indicate absolute necessities—such as bread, coal, shelter, and clothing—and when a player stops upon any of these he must pay five dollars into the "Public treasury." (This represents indirect taxation.)

**No trespassing:** Spaces marked "No trespassing" represent property held out of use, and when a player stops on one of these spaces he must go to jail and remain there until he throws a double or until he pays into the "Public treasury" a fine of fifty dollars. When he comes out, he must count from the space immediately in front of the jail.

**Railroad:** "R. R." represents transportation, and when a player stops upon one of these spaces he must pay five dollars to the "R. R." If a player throws a double, he "Gets a pass" and has the privilege of jumping once from one railroad to another, provided he would in his ordinary moving pass